

**Amendments to the Claims:**

Please cancel claims 2, 6, 7, 10-12, 14, 15, 22, 23, 25- 27, 31, 32, 35, 36, 38, 39, 41 and 42 without prejudice. Please amend claim 1 as follows:

al  
cnt

1 1. (presently amended) A game and home entertainment device  
2 remote control system comprising:  
3 a remote control having a touch pad, the touch pad generating a touch  
4 pad signal in response to a gesture on the touch pad;  
5 a display screen having a display area, the display screen part of a  
6 television system remote from the remote control; and  
7 a controller in communication with the touch pad and the display  
8 screen, the controller operative to:  
9 receive the touch pad signal,  
10 determine whether the touch pad signal is for controlling a game or for  
11 controlling a home entertainment device,  
12 if the touch pad signal is for controlling a game, perform a game  
13 activity as part of playing the game in response to the touch pad signal and cause a  
14 result of the game activity to be displayed on the display screen, and  
15 if the touch pad signal is for controlling a home entertainment device,  
16 enable a home entertainment device control function.

1 2. (canceled).

1 3. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein the display screen displays a moveable object, the  
3 controller further operative to proportionately position the moveable object on the  
4 display screen corresponding to a location touched on the touch pad.

1 4. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein the touch pad is logically divided into a plurality of

3 regions, each region corresponding to one of a plurality of selectable items displayed  
4 on the display screen.

1 5. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein the touch pad is divided into a plurality of regions, the  
3 controller further operative to interpret at least one gesture in one of the plurality of  
4 regions differently than the at least one gesture is interpreted in another of the  
5 plurality of regions.

1 6. (canceled).

1 7. (canceled).

1 8. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein the system offers a plurality of games, the controller  
3 further operative to vary the functioning of the touch pad to fit each of the plurality  
4 of games.

1 9. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein the controller is further operative to vary the  
3 functioning of the touch pad to fit each of a plurality of scenarios in at least one  
4 game.

1 10. (canceled).

1 11. (canceled).

1 12. (canceled).

1                   13. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one simple linear movement.

1                   14. (canceled).

1                   15. (canceled).

1                   16. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one pressure sensitive gesture.

al  
cmf  
1                   17. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one rotational control gesture.

1                   18. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one velocity control gesture.

1                   19. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one acceleration control gesture.

1                   20. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising  
3    at least one alphanumeric character entry gesture.

1                   21. (original) A game and home entertainment device remote control  
2    system as in claim 1 wherein the gesture is one of a plurality of gestures comprising

3 at least one complex gesture, the complex gesture having at least two elements from  
4 a set consisting of straight line movements, taps, holds and circular movements.

1 22. (canceled).

1 23. (canceled).

1 24. (original) A game and home entertainment device remote control  
2 system as in claim 1 wherein at least a portion of the display area is mapped to the  
3 touch pad.

1 25. (canceled).

1 26. (canceled).

1 27. (canceled).

1 28. (original) A remote control for controlling a home entertainment  
2 device and for playing on-screen games in conjunction with a display screen, the  
3 remote control comprising:  
4 a touch pad generating touch pad signals in response to user contact  
5 with the touch pad; and  
6 a controller in communication with the touch pad, the home  
7 entertainment device and the display screen, the controller recognizing gestures made  
8 on the touch pad for playing at least one game and displaying results of recognizing  
9 each gesture on the display screen, the controller further recognizing gestures made  
10 on the touch pad for controlling the home entertainment device.

1 29. (original) A method of remotely controlling a home entertainment  
2 device comprising:

3 receiving at least one gesture on a touch pad, the touch pad remote  
4 from the home entertainment device;  
5 determining whether the at least one received gesture was made for  
6 controlling the home entertainment device or for playing a game;  
7 if the at least one gesture was made for controlling the home  
8 entertainment device, generating at least one control signal for the home  
9 entertainment device based on the at least one received gesture; and  
10 if the at least one gesture was made for playing a game, performing  
11 a game activity based on the at least one received gesture and displaying the results  
12 of the performed game activity on a display screen.

al  
cnt  
1 30. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 wherein the touch pad is part of a remote control device.

1 31. (canceled).

1 32. (canceled).

1 33. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising logically dividing the touch pad into a  
3 plurality of regions, each region corresponding to one of a plurality of selectable  
4 items displayed on the display screen.

1 34. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising dividing the touch pad into a plurality of  
3 regions and interpreting at least one gesture in one of the plurality of regions  
4 differently than the at least one gesture is interpreted in another of the plurality of  
5 regions.

1 35. (canceled).

1 36. (canceled).

1 37. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising varying the functioning of the touch pad to  
3 fit each of a plurality of games.

1 38. (canceled).

1 39. (canceled).

al  
cnt  
1 40. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing simple linear movement.

1 41. (canceled).

1 42. (canceled).

1 43. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing a pressure sensitive gesture.

1 44. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing a rotational control gesture.

1 45. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing a velocity control gesture.

1                   46. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing an acceleration control gesture.

1                   47. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing an alphanumeric character entry gesture..

*al  
amald*  
1                   48. (original) A method of remotely controlling a home entertainment  
2 device as in claim 29 further comprising recognizing at least one of a plurality of  
3 gestures on the touch pad as representing a complex gesture, the complex gesture  
4 having at least two elements from a set consisting of straight line movements, taps,  
5 holds and circular movements.

---